

ABSTRACT

A gaming machine controlled by a processor in response to a wager comprises a display and a unitary touch screen. The display includes a video portion and a non-video portion. The unitary touch screen overlaps both the video portion and the non-video portion. The video portion includes player-selectable first indicia selectable via
5 the unitary touch screen. The non-video portion includes player-selectable second indicia selectable via the unitary touch screen.